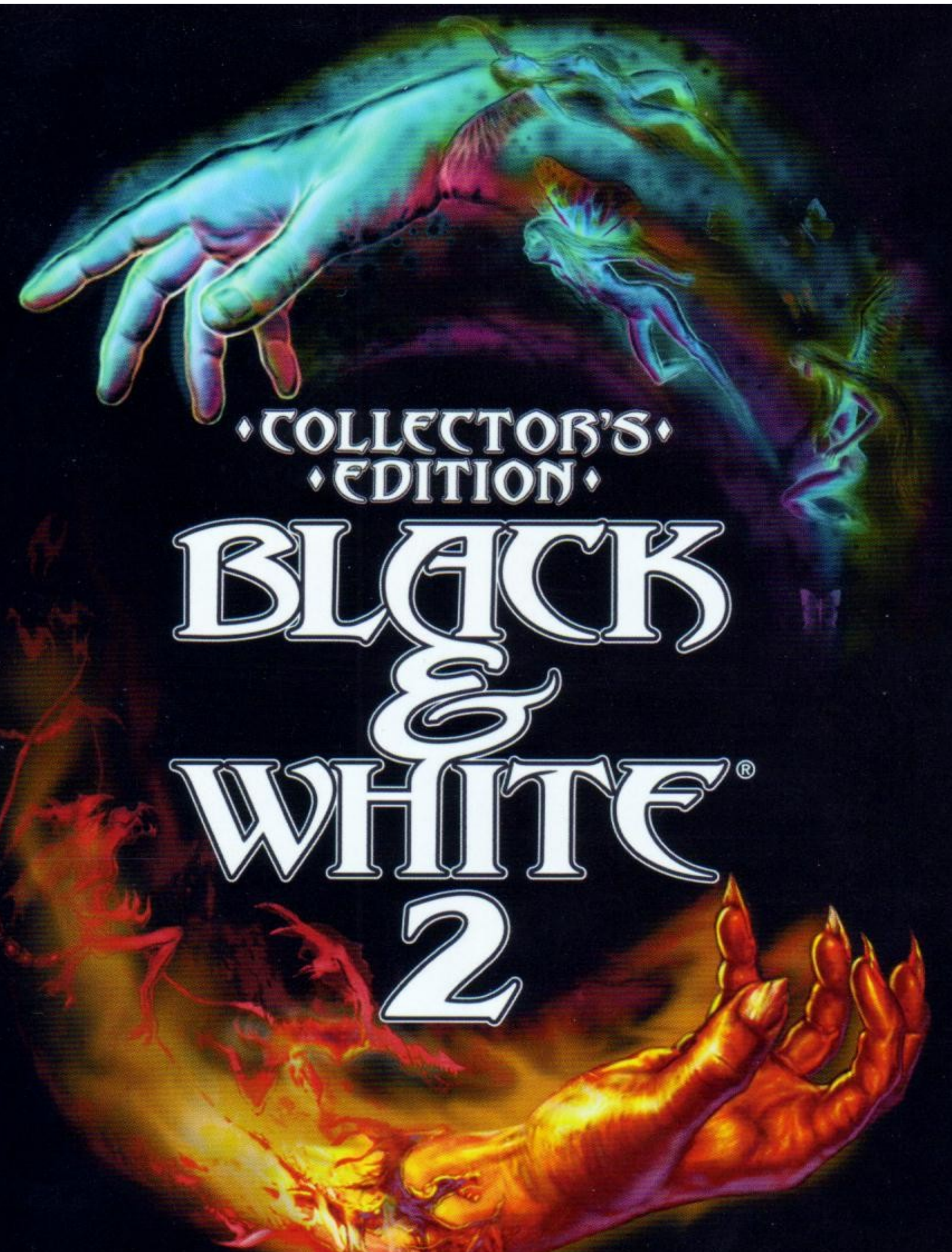


·COLLECTOR'S· ·EDITION·

BLACK & WHITE® 2

EA™

LIONHEAD STUDIOS

THE ULTIMATE VISUAL EXPERIENCE™
GRAPHICS BY ATI
ati.com
ATI

Copyright 2004, ATI Technologies Inc. ATI, is a trademark and/or registered trademark of ATI Technologies Inc.

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

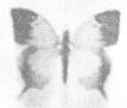
Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports those requirements and that your video/sound card drivers are up-to-date (see *Troubleshooting* on p. 37).

NOTE: Video card chipsets in laptop systems may work with this game but *are not supported by Electronic Arts.*

INSTALLING/ UNINSTALLING THE GAME

To install the game, insert the disc into your disc drive and wait for the AutoRun menu to appear. Click INSTALL to select your language, then click NEXT until the serial number window appears. Type in the serial number found in the white box on the back of the game manual and follow the on-screen instructions to install the game.

NOTE: If the AutoRun menu does not automatically appear, double-click the *My Computer* icon on the Desktop, then double-click on the disc drive in which the game disc is inserted. Double-click on the 'setup.exe' file to install the game.

If you are having problems or the game did not install correctly the first time, we recommend uninstalling and re-installing the game. To uninstall the game, click the Windows **START** button, select **Programs** (or **All Programs**), find the game's parent folder (Black & White®2), locate the game and click **Uninstall** to remove it.

STARTING THE GAME

1. Close all open programs and background tasks, including virus scanners (see *Troubleshooting* on p. 37).
2. Insert the disc in your disc drive. The AutoRun menu appears. Click PLAY to start the game.

NOTE: If the game does not automatically start when you insert the disc your disc drive, click the Windows START button, select Programs (or All Programs), find the game's parent folder (Black & White®2) and click the game name. The introductory screens appear and the game begins.

CONTENTS

SYSTEM REQUIREMENTS 2

INSTALLING/UNINSTALLING THE GAME 2

STARTING THE GAME 2

INTRODUCTION 4

USING THE MANUAL AND OTHER HELP FEATURES 5

COMPLETE CONTROLS 6

MOVING 6

BASIC HAND ACTIONS 7

ADVANCED HAND ACTIONS 7

SETTING UP THE GAME 9

MAIN MENU 9

PLAYING THE GAME 10

TOOLBAR 10

PAUSE MENU 11

FLAGS 11

INFLUENCE 12

ALIGNMENT 12

CONSCIENCE 13

OBJECTIVES (F6) 13

TRIBUTE (F4) 13

YOUR CREATURE 14

CONSTRUCTION (F1) 18

PEOPLE 25

RESOURCES 27

MIRACLES (F5) 28

COMBAT 31

HINTS AND TIPS 34

SAVING AND LOADING 36

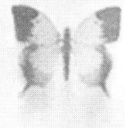
TROUBLESHOOTING 37

NOTICE 38

WARRANTY 38

CUSTOMER SUPPORT – HERE TO HELP YOU! 38

KEEP UP WITH THE LATEST EA NEWS! 40



INTRODUCTION

Once there were many gods – all depending on the worship of humans to survive. As their followings increased, they grew in strength and as their battle for control intensified, destruction became second nature to the people of Eden. This was chronicled in the past and has since passed into legend. But after the devastation came peace. Without hardship, people stopped needing gods and the gods simply disappeared.

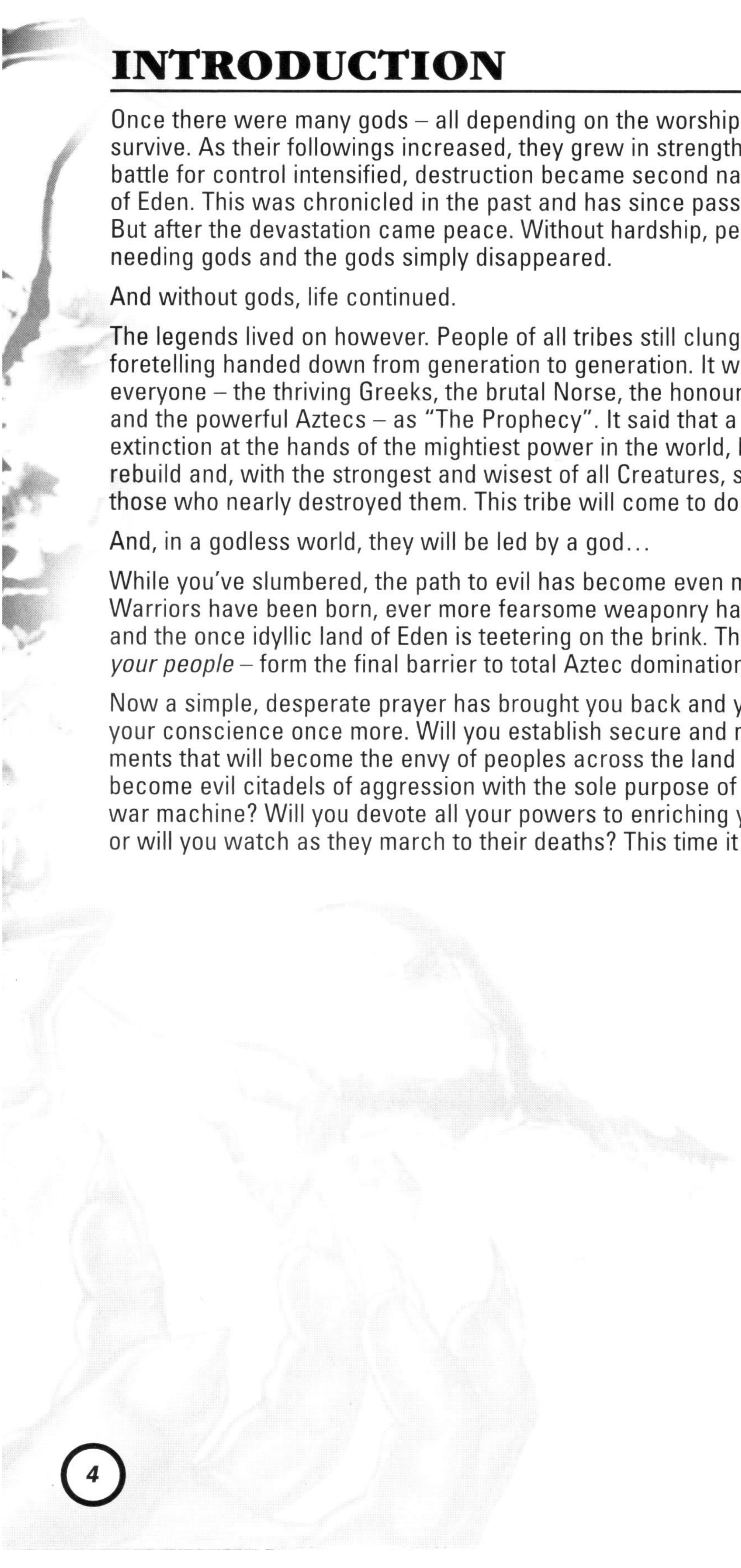
And without gods, life continued.

The legends lived on however. People of all tribes still clung to a common foretelling handed down from generation to generation. It was known by everyone – the thriving Greeks, the brutal Norse, the honourable Japanese and the powerful Aztecs – as "The Prophecy". It said that a tribe will face extinction at the hands of the mightiest power in the world, but will survive, rebuild and, with the strongest and wisest of all Creatures, strike back at those who nearly destroyed them. This tribe will come to dominate the globe.

And, in a godless world, they will be led by a god...

While you've slumbered, the path to evil has become even more enticing. Warriors have been born, ever more fearsome weaponry has been developed and the once idyllic land of Eden is teetering on the brink. The Greek people – *your people* – form the final barrier to total Aztec domination.

Now a simple, desperate prayer has brought you back and you must follow your conscience once more. Will you establish secure and majestic environments that will become the envy of peoples across the land or will your cities become evil citadels of aggression with the sole purpose of supporting your war machine? Will you devote all your powers to enriching your people's lives or will you watch as they march to their deaths? This time it *really* matters.



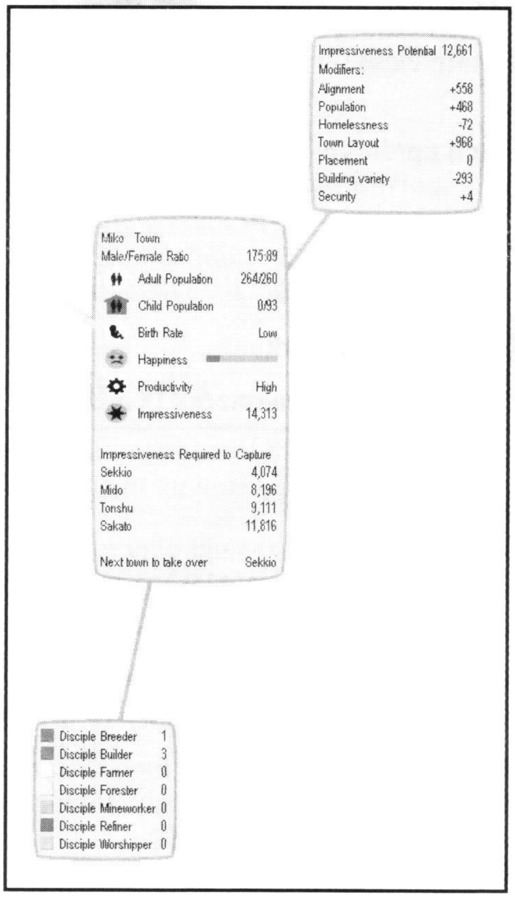
USING THE MANUAL AND OTHER HELP FEATURES

Given the flexibility of *Black & White® 2,* and the variation in how and when you discover new items and features, we suggest you use the manual mainly as a point of reference.

- Much of what you need to know can be learned from your Spiritual Advisors (see *Conscience* on p. 13) in the comprehensive **introductory tutorial**. More tutorials, quests and Objectives can also be discovered throughout the game by clicking the **Action Button** on **Scrolls** (see p. 13).

- **Tooltips** can also help you in your decision making, providing useful information about actions, objects, buildings and people. To trigger a Tooltip, hover the Hand over an object, for instance. To access more detailed information, keep it in position (press TAB to toggle Tooltips on and off).

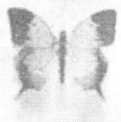
- Dotted around the land are wooden **signposts** that give you extra information, sometimes about playing *Black & White 2* in general and sometimes about specific tasks or features related to an object, person or building nearby. Click a signpost with the **Action Button** to access its information.



Impressiveness Potential	12,661
Modifiers:	
Alignment	+558
Population	+468
Homelessness	-72
Town Layout	+968
Placement	0
Building variety	-293
Security	+4

Miko Town	
Male/Female Ratio	175:89
Adult Population	264/260
Child Population	0/93
Birth Rate	Low
Happiness	▬
Productivity	High
Impressiveness	14,313
Impressiveness Required to Capture	
Sekkio	4,074
Mido	8,196
Tonshu	9,111
Sakato	11,816
Next town to take over	Sekkio

Disciple Breeder	1
Disciple Builder	3
Disciple Farmer	0
Disciple Forester	0
Disciple Mineworker	0
Disciple Refiner	0
Disciple Worshipper	0



COMPLETE CONTROLS

REDEFINING KEYS

Although you can redefine the functions of most of the mouse buttons/ keys in the Options menu under the *Input tab* (see p. 9), this manual refers to the default settings.

MOVING

ACTION	MOUSE	KEYBOARD
Move (see below)	Right button	Arrow Keys
Rotate view	Hold middle button/ wheel + move ← →	Z / X
Pitch up/down	Hold middle button/ wheel + move ↑↓	SHIFT +Arrow Keys ↑ / ↓
Zoom in/out	Roll wheel	PG UP / PG DN
Place a Bookmark	N/A	ALT + Num key
Jump to Bookmark	N/A	SHIFT + Num key
Cycle through Bookmarks	N/A	/

MOVE BUTTON

The mouse is the easiest way to move around the world of *Black & White 2.*

To navigate, place the Hand over the landscape in the direction you want to move and hold the **Move Button**. Then move the Hand towards you to drag yourself across the land.

TIP: If you want to move long distances, double-click the Move Button on a location or zoom out and then zoom in to where you want to go.

BOOKMARKS

You can place Bookmarks anywhere on the land or on moving objects (such as people) so you can jump quickly to specific locations or items. Use the controls above to place, zoom to and cycle through Bookmarks.

BASIC HAND ACTIONS

ACTION	MOUSE	KEYBOARD
Action Button (see below)	Left button	N/A
Cancel Hand action	Move vigorously ← →	BACKSPACE

ACTION BUTTON

Most of the actions you will need to perform in *Black & White 2* can be completed by pressing the **Action Button** (left mouse button). Some basic functions are included here but its uses will vary depending upon the situation you find yourself in.

- ***To pick up/catch an object,*** hover the Hand over it and press the **Action Button.**
- ***To drop an object,*** press the **Action Button** whilst holding it.
- ***To throw an object that you are holding,*** press the **Action Button** whilst moving the Hand in the direction you want to throw (the faster it moves, the greater the distance achieved). Release it early to angle your projectile along the ground or late to angle it into the air.

ADVANCED HAND ACTIONS

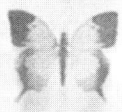
As a divine being you can increase your manipulation of the world around you by using your godly powers, some of which can be purchased in the Tribute menu (see *Tribute* on p. 13).

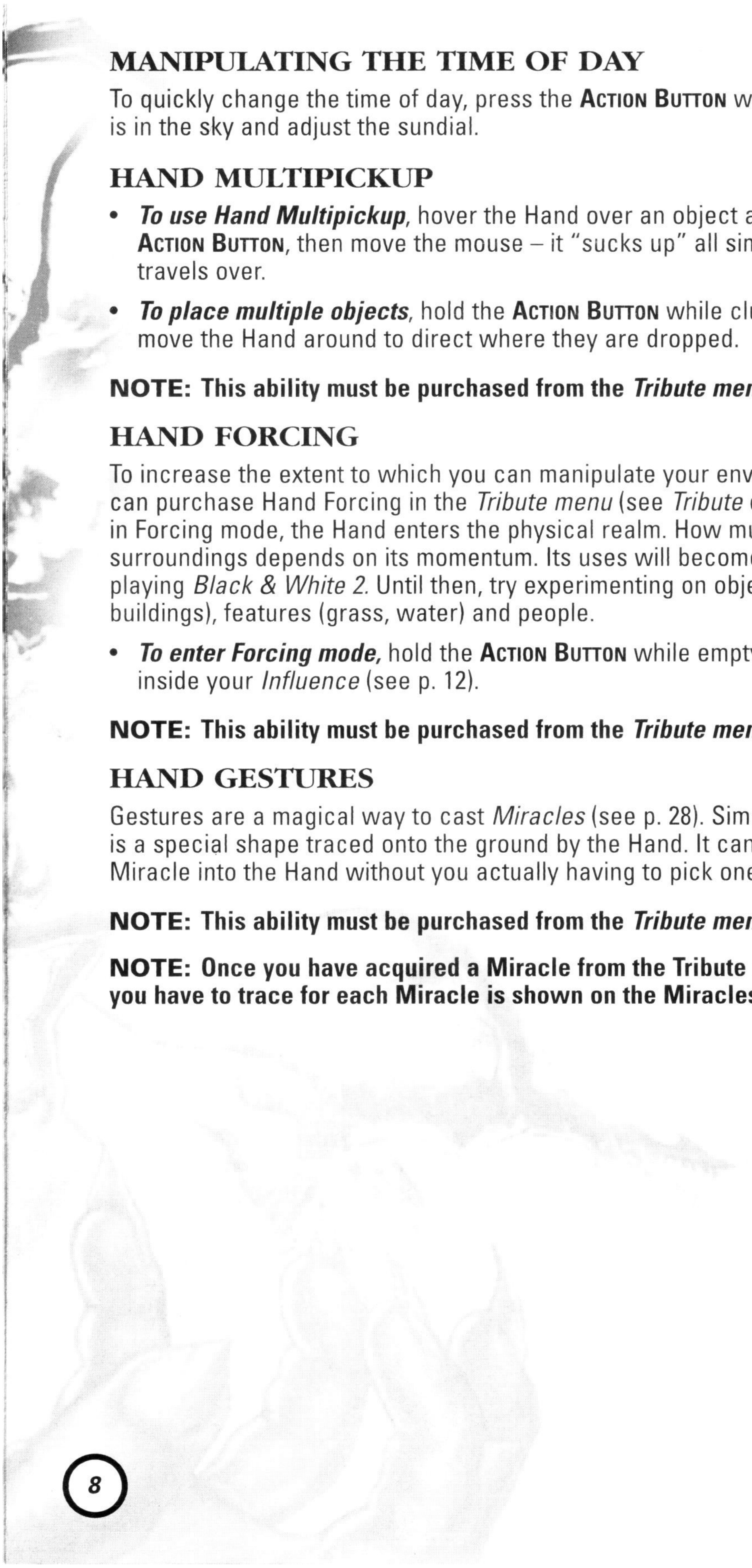
GATHERING AND POURING RESOURCES

You can give your Villagers a helping hand in their everyday activities by using the **Action Button**:

- ***To gather a resource,*** hover the Hand above it (e.g. a Field, tree or Ore rock) and hold the **Action Button** to "suck" it up.
- ***To dump a resource*** (e.g. a pile of Grain/Ore/Wood, a tree, an Ore rock or an animal), press the **Action Button** (this is a good way of dropping produce at the Storehouse).
- ***To construct buildings speedily*** (but less efficiently), gather the necessary resource and hold the **Action Button** over a building site. The materials pour into the building which quickly takes form.

NOTE: Once he learns the required skills, your Creature can also help with gathering and pouring.





MANIPULATING THE TIME OF DAY

To quickly change the time of day, press the **Action Button** while the Hand is in the sky and adjust the sundial.

HAND MULTIPICKUP

- ***To use Hand Multipickup***, hover the Hand over an object and hold the **Action Button**, then move the mouse – it "sucks up" all similar items it travels over.
- ***To place multiple objects***, hold the **Action Button** while clutching them and move the Hand around to direct where they are dropped.

NOTE: This ability must be purchased from the *Tribute menu* (see p. 13).

HAND FORCING

To increase the extent to which you can manipulate your environment you can purchase Hand Forcing in the *Tribute menu* (see *Tribute* on p. 13). Once in Forcing mode, the Hand enters the physical realm. How much it affects its surroundings depends on its momentum. Its uses will become obvious while playing *Black & White 2*. Until then, try experimenting on objects (trees, buildings), features (grass, water) and people.

- ***To enter Forcing mode,*** hold the **Action Button** while empty handed and inside your *Influence* (see p. 12).

NOTE: This ability must be purchased from the *Tribute menu* (see p. 13).

HAND GESTURES

Gestures are a magical way to cast *Miracles* (see p. 28). Simply put, a Gesture is a special shape traced onto the ground by the Hand. It can summon a Miracle into the Hand without you actually having to pick one up.

NOTE: This ability must be purchased from the *Tribute menu* (see p. 13).

NOTE: Once you have acquired a Miracle from the Tribute menu, the shape you have to trace for each Miracle is shown on the Miracles toolbar.

SETTING UP THE GAME

MAIN MENU

From the Main menu you can choose to continue your experience from where you left off in your last game, start a new adventure, load an old one, change your Profile, adjust game options or exit *Black & White 2.*

SETTING UP A PROFILE AND STARTING A GAME

The first time you play *Black & White 2* you must input the name you wish to use for your Profile. Enter it into the box and click OK.

- To create further Profiles, or switch to a different Profile, click CHANGE PROFILE in the Main menu.

To start playing *Black & White 2,* click NEW GAME.

NOTE: To start a game with a new Creature whilst keeping your old Creature's progress, create a new Profile, then start your new game with this Profile.

OPTIONS

Select OPTIONS in the Main menu to adjust game settings to match your audiovisual preferences, to reconfigure controls and to view game credits.

- Click on RESTORE DEFAULTS to return to the settings that existed when you installed the game.

Audio

Adjust the sliders to set Sample, Music and Atmospheric volume levels.

Creative® PCMCIA Sound Blaster® Audigy® 2 ZS Notebook and Sound Blaster® X-Fi™ sound cards blur the line between gaming and reality. Get amazing audio with perfect performance in *Black & White 2* with any of the Sound Blaster series, and you will truly bring the game to life.

Video

Set the game's Resolution, Brightness, Gamma and Detail Level as well as Tooltip preferences (the speed at which they appear and the level of detail they display) and turn Subtitles ON/OFF.

Input

Reconfigure game controls and adjust mouse and camera sensitivity using the sliders.

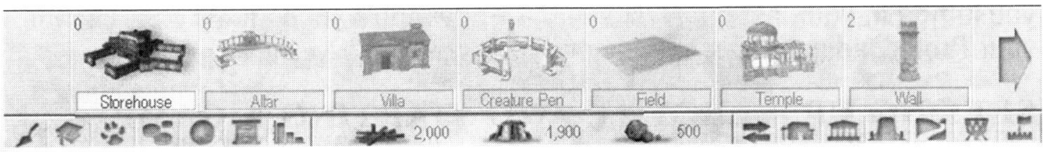
- To reconfigure controls, double-click on a listed control and then press the replacement key/button.

Credits

Peruse a list of the names behind the game.

PLAYING THE GAME

TOOLBAR



Black & White 2 is intuitive enough to be enjoyed without the use of multiple menu screens. However, wise use of the Toolbar is vital in aiding your rule. To access it:

1. Press ENTER or click the Town Center flag icon at the bottom left of the screen using the **ACTION BUTTON**.
2. Click the appropriate tab or press one of the keys below to access the following menus.

- Press ENTER to close the Toolbar.

MENU/TAB	FUNCTION	KEYBOARD SHORTCUT
Construction	Select buildings to construct (see *Construction* on p. 18)	F1
Creature Learning	Take a look at what your Creature has learned and provide him with further education (see p. 16)	F2
Creature Roles	Select a new role for your Creature to fulfill (see p. 14)	F3
Tributes	Purchase buildings, Miracles, advanced Creature skills and other items (see p. 13)	F4
Miracles	Select a Miracle to perform (see p. 28)	F5
Objectives	View your current Objectives	F6
Statistics	View game stats	F7

YOUR CREATURE

Mysterious, magical beasts, the sole purpose of Eden's Creatures is to do the bidding of their gods. They each have their own personalities (reflected in their outward appearance), which will become more evident as they make their way in the world.

Although highly intelligent, they are extremely willing to learn so use your influence wisely in order to create an effective instrument of your power. Like any pet you must also nurture them if they are to grow to be strong and healthy so learn to recognise the importance of exercise, food and rest.

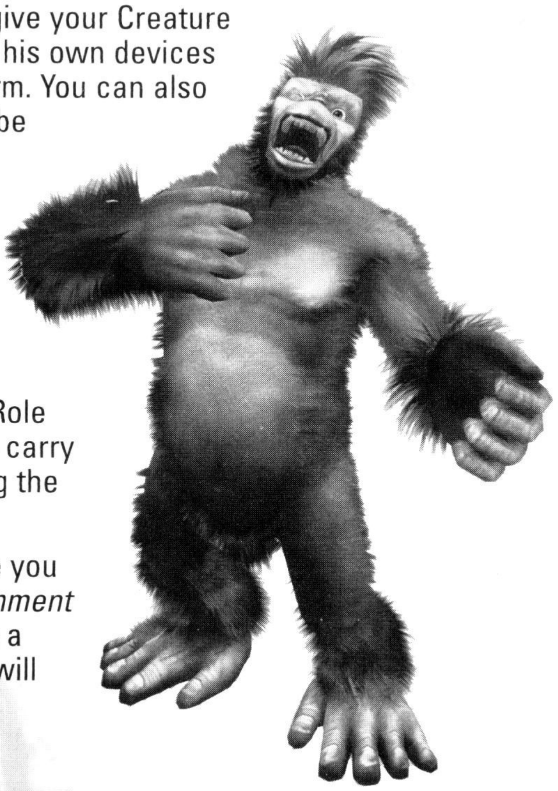
- To zoom straight to your Creature at any time, press C or click the **MOVE BUTTON** on the Creature icon (see *Icons* on p. 11).

CREATURE ROLES (F3)

In the Creature Roles menu you can give your Creature general instructions and leave him to his own devices if you have other godly roles to perform. You can also view his level of free will (which can be affected by his experiences and the Roles he has adopted) and his *Alignment* (see p. 12).

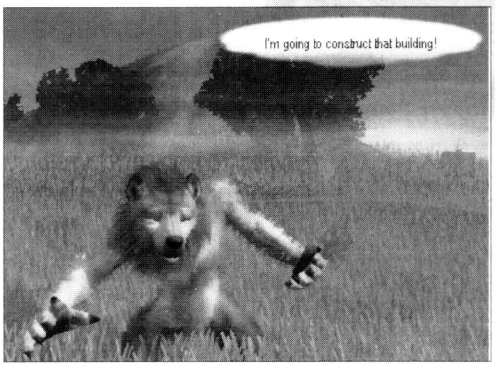
To select one of five Roles for your Creature, click on the Creature Role tab of the Toolbar and click on one of the Role icons (or press R to cycle through them). Then place the Role flag where you want your Creature to carry out his new activity by double-clicking the **ACTION BUTTON**.

Your Creature will try to fulfill the Role you have given him regardless of his *Alignment* (see p. 12) but remember, if he adopts a Role for an extended period, his free will can be affected.



REWARD AND PUNISHMENT

Although your Creature is intelligent, he will only learn your will if he's nudged in the right direction. You can reward or punish him for his actions and opinions by clicking and holding the **Action Button** on him (or by clicking on an opinion icon in the Creature Learning menu with the **Action Button** – see p. 16) and performing one of the following actions (remember to be consistent in your treatment if you want him to learn effectively):



- To ***reward*** your Creature, hold the **Action Button** and move the Hand slowly up and down his body to stroke him.
- To administer ***punishment***, hold the **Action Button** over him and then swiftly move the Hand left to right, as if slapping him.

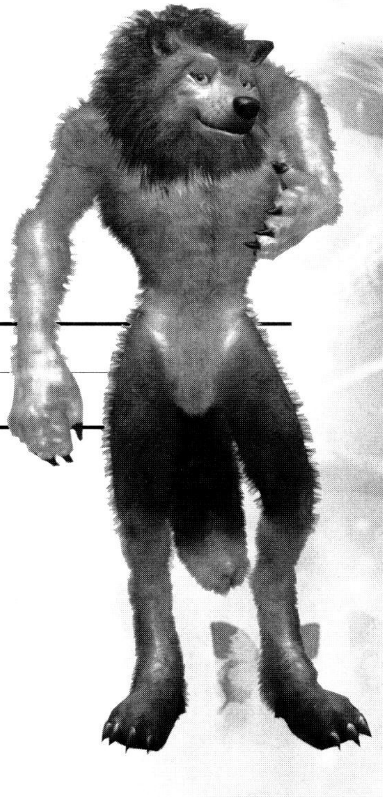
GIVING THINGS TO YOUR CREATURE

To give your Creature something, pick the item up and hold it in front of him. Then hold the **Action Button** and he'll take it from you, if he's close enough and if he thinks he can carry it. Like a baby, your Creature will experiment with anything he's given. If you are offering him food – and he is hungry – he will take it from you and try it.

Creature Toys

If you have enough Tribute, you can buy toys for your Creature to play with. Remember that, like everything in *Black & White 2,* purchasing decisions have associated Alignment consequences.

TOY	TRIBUTE
Ball/Teddy/Voodoo Doll	10,000



CONSTRUCTION (F1)

If your Village is to become a thriving Metropolis, you are going to need to construct buildings and increase agricultural and industrial productivity. To do so, you will need to be familiar with the Construction menu, which can be accessed by opening the *Toolbar* (see p. 10), clicking the **Action Button** on the Town Center/flag or pressing F1.

Assuming you have the necessary resources (see p. 27) – your current levels are summarised at the bottom of the menu – you can build in the following ways:

- Select an available building from the Construction menu.
- To fulfill your people's wishes, hold the **Action Button** over the building at the Desire for Progress statue (see *Town Center* on p. 19) and drag it away from the Town Center to place it.
- Copy an established building by holding the **Action Button** over it and dragging the blueprint to a new position to build it.

PLACEMENT

Take time to consider your town planning policies. Each building placement has consequences (which are summarised in the associated Tooltip). Cramming your people close together can have drastic effects on their Happiness while placing buildings and features next to each other can affect statistics such as Productivity (i.e. building a Field next to water increases its yield while constructing a Lumber Mill next to a Tavern will have the opposite effect!).

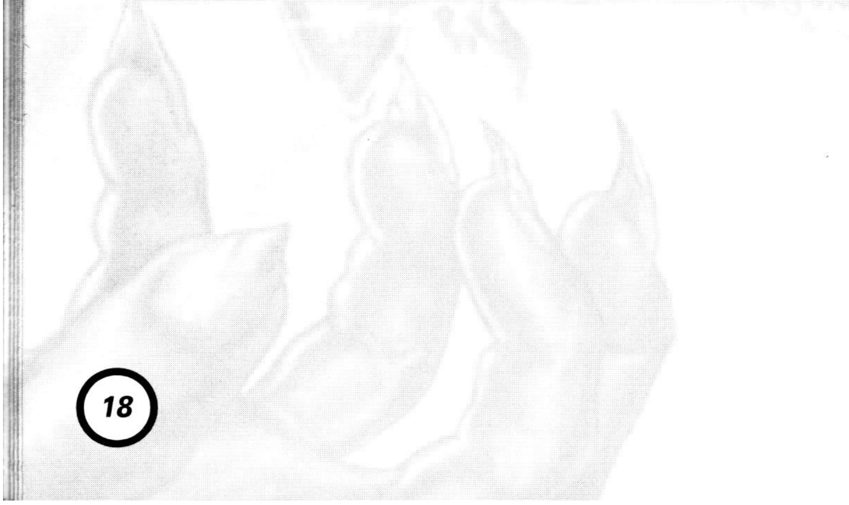
ROTATING BLUEPRINTS

Once you have a building blueprint, hold the **Action Button** and move the mouse to rotate the building to match your requirements.

NOTE: Buildings placed near roadways automatically rotate so their doorways face the road.

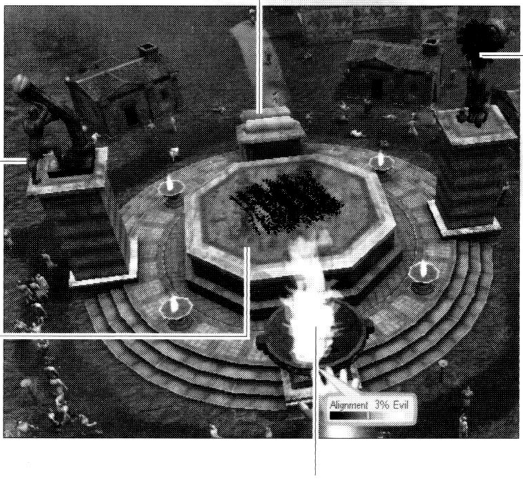
DEMOLISHING BUILDINGS AND FEATURES

To demolish buildings and features that are in your way, click on the Destruction Tool icon found at the end of each building list in the Construction menu (or press D), select the building you wish to destroy and press the **Action Button**.



TOWN CENTER

The Town Center forms the hub of your kingdom and provides you with information vital to your rule. Refer to it regularly if you want retain your hold on power. It is divided into the following areas.



Information scroll: Summarises current data on your town and its inhabitants.

People desires: Shows your Villagers' other main requirements.

Resource desires: Indicates current level of need for the three main resources.

Desire for progress: The construction most desired by your people is represented as a spinning icon in the middle of your Town Center.

Alignment plinth: Symbolises your current *Alignment* (see p. 12). The height of the plinth represents your total Alignment while the size of the flame (evil) or fountain (good) displays your progress towards the next threshold.

NOTE: The beam emanating from your Town Center is called the Defcon level beam. Its pulses indicate the current level of threat from your enemies.

Town Center Flag Icons

Refer to the Town Center flag icons (see *Icons* on p. 11) at the bottom left of the screen to keep an eye on events at home:

- **Situation normal**
- **Need Wood**
- **Under attack**
- **Gates breached**
- **Need food**
- **Need Ore**
- **Town captured**

Town Center Keyboard Controls

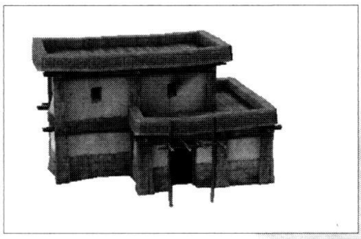
ACTION	COMMAND
Face Town Center	Single-tap SPACEBAR
Zoom in to Town Center	Double-tap SPACEBAR
Cycle through Town Centers	, / .
Zoom to main enemy Town Center	E

OTHER BUILDINGS

There are many buildings available to your people and each Tribe has its own style of architecture (all buildings shown in this manual are Greek). Every building (you can filter building types by using the tabs at the bottom right of the Construction menu) has a specific practical purpose that affects a variety of town statistics (e.g. Happiness, Productivity, Impressiveness, Security, Birth Rate, Mana production and town Capacity). Depending on how they are used, they can also affect your *Alignment* (see p. 12).

For instance, building a Tavern in your town will increase the Happiness of your population but the evils of excessive alcohol consumption may push your Alignment in that direction!

Dwellings



You must create sufficient housing capacity within your town to encourage your people to breed. More expensive, larger homes hold fewer people but will increase their Happiness – and may encourage migration from enemy towns.

SKYSCRAPERS

Once you've built a Skyscraper, you can add further levels to increase its capacity. Remember however that although they are impressive structures, if you add too many floors you're in danger of creating slum conditions.

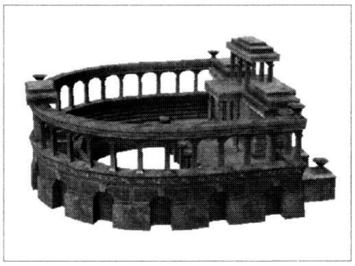
CREATURE PEN

The Creature Pen is your Creature's refuge. Due to its reassuring nature, he'll grow faster and his health will be restored quicker if he sleeps in it.

Types of Dwelling

DWELLING	CAPACITY	WOOD / ORE	TRIBUTE
Villa	9	320 / 0	0
Creature Pen	15	3,000 / 0	0
House	10	300 / 0	20,000
Hovel	7	280 / 0	25,000
Manor	10	800 / 200	40,000
Mansion	7	1,200 / 400	80,000
Skyscraper	8	400 / 200	100,000

Civic Buildings



Civic Buildings form the cultural heart of your town. They include establishments as diverse as Taverns, where disillusioned patrons can drown their sorrows and increase their Happiness, and Altars and Temples where pious worshippers can sing of your greatness!

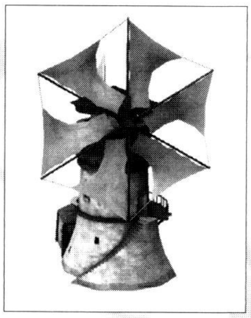
RELIGIOUS BUILDINGS

Altars provide your people with a focal point where they can pray and create Mana (see p. 27) that is essential for performing Miracles. To increase this production you can make sacrifices in the sacrificial pool or build **Temples**. **Altars** also contain purchased Miracles (see p. 28).

Types of Civic Building

CIVIC BUILDING	CAPACITY	WOOD/ORE	TRIBUTE
Altar	N/A	3,000 / 0	0
Tavern	30	2,000 / 0	30,000
Graveyard	260	2,000 / 500	30,000
Prison	20	1,500 / 300	35,000
Nursery	20	1,500 / 0	40,000
Rest Home	30	1,500 / 300	40,000
Temple	20	3,000 / 1,500	40,000
University	10	2,000 / 500	50,000
Baths	30	2,500 / 1,000	100,000
Amphitheatre	60	5,000 / 1,500	200,000

Industrial Buildings



If your town is to be successful it is going to need a sufficient industrial core. Smelters (Ore), Lumber Mills (Wood) and Granaries (Grain) increase the output of resources while Storehouses provide areas to hoard your produce. To keep your military machine well oiled you will also need to construct Armories and Siege Workshops!

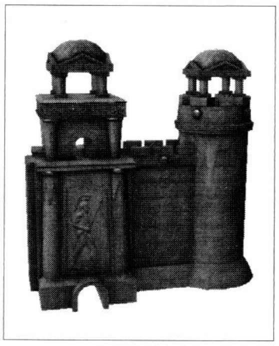
FIELDS

When placing fields it's vital to know where your crops will be able to flourish. Upon selecting a field from the Construction menu a coloured overlay appears on the landscape. **Highly fertile** areas are represented in ***green*** while **infertile** land is coloured ***red***. During placement, hold the **ACTION BUTTON** and move the mouse to extend its boundaries.

Types of Industrial Building

INDUSTRIAL BUILDING	CAPACITY	WOOD/ORE	TRIBUTE
Field	3-38	25 / 0	0
Storehouse	3	1,500 / 0	0
Pot Market	6	300 / 300	20,000
Plant Market	6	300 / 300	24,000
Statue Market	6	300 / 300	28,000
Granary	8	1,500 / 500	30,000
Lumber Mill	8	100 / 600	40,000
Armory	0	2,000 / 500	40,000
Ranged Armory	0	2,000 / 500	40,000
Siege Workshop	0	2,500 / 500	50,000
Smelter	0	2,000 / 100	60,000

Walls/Roads



Infrastructure and defences are both vital aspects of city life in uncertain times. Laying Roads is simple to do and encourages movement within your town, thus increasing its Impressiveness. Building Walls and Gatehouses helps to defend your people – something that becomes more important the larger your town becomes.

PLACING ROADS AND WALLS

To lay a linear feature, select one in the Construction menu, hover the Hand over where you want it to begin (the blueprint flashes red if it can't be laid there) and press the **Action Button**. Then, move the mouse in the direction you wish it to run and, finally, press the **Action Button** again to end the build. The feature will follow the path of the Hand.

- ***To build straight features,*** press / before laying.

Types of Wall/Road

LINEAR FEATURE	ORE	TRIBUTE
Road	0	0
Gatehouse/Fortified Gatehouse	0/0	0/0
Wall/Fortified Wall	50 per 10m/ 150 per 10m	0 / 100,000

Embellishments

Less vital to the everyday existence of your town, Embellishments are nonetheless highly effective in altering the mindset of both your own and enemy populations – as well as affecting your Alignment. For instance, well-placed Meadows and Lamps add to the Impressiveness of your town, thus increasing Happiness in your own people and the desire to migrate in your enemy, while prominent Torture Pits and Punishment Spikes encourage greater production in a scared population but risk reducing Happiness. Whichever choice you make, your Alignment will reflect it.

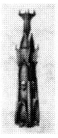
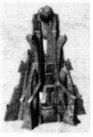
Types of Embellishment

EMBELLISHMENT	WOOD / ORE	TRIBUTE
Lamp	0 / 100	10,000
Punishment Spike	250 / 0	10,000
Meadow	0 / 0	15,000
Well	500 / 100	15,000
Fertility Statue	0 / 180	18,000
Column	0 / 150	20,000
Naming Fountain	0 / 200	25,000
Torture Pit	500 / 100	35,000

Wonders

Although expensive in terms of resources, building a Wonder – and assigning Disciples to worship there – allows you to perform show-stopping *Epics* (see p. 30). Your choice of Wonder depends on the Epic you wish to unleash.

Types of Wonder

WONDER		WOOD/ORE	TRIBUTE
	**Siren**	7,000 / 4,000	400,000
	**Earthquake**	8,000 / 4,000	600,000
	Hurricane	9,000 / 4,000	800,000
	Volcano	10,000 / 4,000	1,000,000

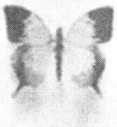
PEOPLE

Your people are your most essential resource. Whatever your ruling style, they are vital in order to populate your town, provide a pool of labour and fill the ranks of your army. You can increase your population by encouraging breeding or migration from other towns.

NOTE: There are four Tribes in the world – Aztec, Greek, Norse and Japanese.

People Keyboard Controls

ACTION	COMMAND
Display name	N
Display stats/individual stats	S / S (while holding individual)

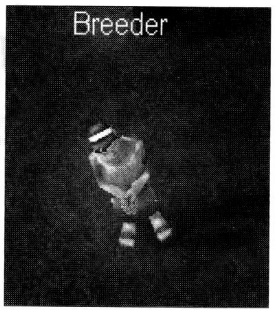


BEHAVIOUR

People are much more self-sufficient than they were in *Black & White.* If left to their own devices they try to fulfill their needs (e.g. by growing food or cutting Wood) given the resources available. They lead simple lives but, like anyone, they have desires, be it resources, sleep or migration. These can be found at the People Desires statue in the Town Center (see p. 19). As their god, it's up to you to decide whether to answer their prayers.

DISCIPLES

To assist with the day-to-day running of your towns, you can create Disciples to whom you can assign specific tasks. Disciples carry out your wishes single-mindedly, doing little else but eat and sleep. You can distinguish them from other people by their bright auras.



To assign someone as a Disciple, use the **ACTION BUTTON** to pick them up and drop them close to the object you want them to work on. To cancel one, shake them in the Hand until they are released or drop them at the *Town Center* (see p. 19).

You can create the following types of Disciple:

DISCIPLE (AURA COLOUR)	DROP NEAR/IN...	ROLE
Builder (brown)	Un-built/ damaged building	Construct/repair buildings
Farmer (yellow)	Field	Provide food
Miner (silver)	Mine	Collect Ore
Forester (green)	Tree	Chop Wood, plant new trees
Worshipper (blue)	Altar/Wonder	Pray to produce Mana
Breeder (pink)	Opposite sex	Breed to maintain population
Refiner (black)	Factory	Increase production of resources

NOTE: You cannot put young children or the elderly to work.

MIGRATION

If you wish to choose civilization over invasion (see *Alignment* on p. 12), you must take over the hearts and minds of other tribes and towns, for the more believers you have, the greater your power and the bigger your Influence. This can be achieved by making your town look as Impressive as possible (see *Construction* (F1) on p. 18 for more information). Remember that people can be swayed by a number of factors from your town planning aptitude to the contentment of your population.

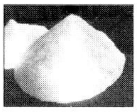
Once residents of enemy towns become envious enough of your people's opulence they will form migration parties and travel to your borders. Just because they want to join you, however, it doesn't mean you have to let them in! When a migration party reaches the outskirts of your town, their flag (see *Flags* on p. 11) begins to flash. At this point you can:

- **Accept** the party by picking up the flag and dropping it within your Influence.
- **Refuse** the migration by placing the flag outside your Influence.
- **Ignore** the party by leaving its flag where it is.

NOTE: You cannot capture an enemy Town Center by taking all its people as migrants – only by using force!

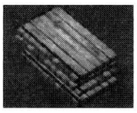
RESOURCES

GRAIN



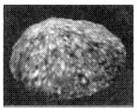
Grain is the staple diet of your people. They need to eat it regularly in order to maintain their health. A lack of Grain results in starvation. To keep your levels of production high you must cultivate Fields and provide farmers to work them.

WOOD



Another vital resource, Wood is the main building material used in towns. It is produced by sending foresters to fell trees. To maintain a healthy supply, remember to plant saplings.

ORE



The hardest resource to obtain, Ore must be collected from mines and carried back to your town by miners. It is used in the creation of Walls, Embellishments and most Impressive buildings and is absolutely essential in creating a strong army. Remember, Ore is a finite resource so use it wisely!

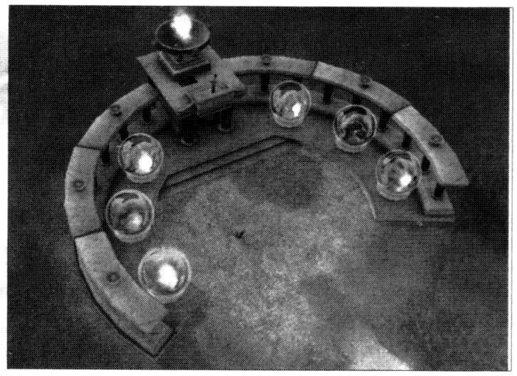
MANA

You cannot cast Miracles without Mana – the condensed essence of your people's worship (represented by a blue flame at your Altar – see *Civic Buildings* on p. 21). To produce Mana you must assign Disciples to worship at an Altar.

MIRACLES (F5)

ACQUIRING MIRACLES

As a god you have the ability to acquire powerful Miracles that you can choose to use in the name of good or evil. You can purchase them in the Tribute menu on the *Toolbar* (see p. 10) by ensuring your have sufficient *Tribute* (see p. 13) and clicking the **ACTION BUTTON** on the appropriate Miracle icon.



- ***To activate a Miracle*** click the **ACTION BUTTON** on its orb (found on your Altar). If you have enough *Mana* (see p. 27), it appears in the Hand, ready to cast.

CASTING MIRACLES

You can cast Miracles in two ways: throwing and pouring. Before performing a Miracle, think about which method will better suit your needs – they can have very different effects!

- ***To throw a Miracle,*** move the mouse in the direction of the throw and press the **ACTION BUTTON** with the Miracle in the Hand.
- ***To pour a Miracle,*** hold the **ACTION BUTTON** with the Miracle in the Hand and move the mouse slowly.

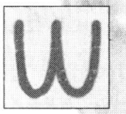
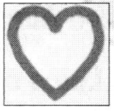
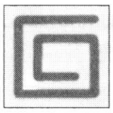
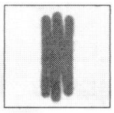
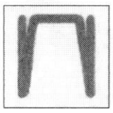
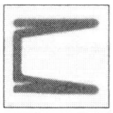
NOTE: You can only cast Miracles within your *Influence* (see p. 12).

NOTE: To automatically re-cast the last Miracle, press M.

NOTE: To cancel a Miracle, shake the Hand vigorously ← → until it is dropped, or press BACKSPACE.

TIP: *Think hard about the best circumstances in which to perform Miracles. Pay attention to conditions (e.g. weather) and bear in mind how they may affect the results. Consider how the same Miracle can produce different effects depending on your motives (water can be used to end life as well as cultivate it!), how it's cast and the situation on the ground. The potential outcomes are too numerous to mention here so make sure you put in some serious practice.*

REGULAR MIRACLES

NAME	TRIBUTE / MANA	GESTURE
Water	0 / 750	
Heal	20,000 / 1,000	
Shield	30,000 / 1,250	
Fire	60,000 / 2,000	
Lightning	90,000 / 5,000	
Meteor	150,000 / 7,500	

CREATURE MIRACLES

If you can summon the necessary Tribute you can teach your Creature a selection of the Miracles above.

NAME	TRIBUTE
Water	50,000
Heal	75,000
Lightning	75,000
Fire	90,000

EPICS

Epics are devastating events that can be used to wreak destruction on your enemies or scar the land, rendering it impassable. To use one you must first build a *Wonder* (see p. 25) and charge it by sending worshippers to it.

To unleash an Epic:

1. Tap the **ACTION BUTTON** on your fully charged Wonder to pick up the Epic.
2. Click the **ACTION BUTTON** again on the area you want the event to take place.

NOTE: Epics can be cast anywhere apart from within enemy Influence or over water.

NAME	DESCRIPTION
Siren	Spreads love and harmony across the land, converting enemy soldiers to peaceful Villagers
Earthquake	Gaping fissures form, swallowing everything in their path
Hurricane	Destructive winds catapult objects high into the air
Volcano	Boiling lava rains destruction on everything nearby

REPEAT MIRACLE GESTURE

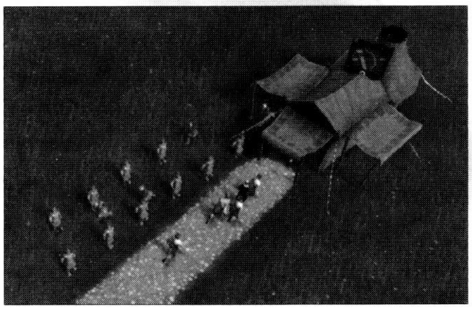
Once you've cast a Miracle successfully, you can then use the Repeat Miracle Gesture (the shape of an **R**) to cast it again (see *Hand Gestures* on p. 8).

COMBAT

If you have chosen the path to evil, you are going to need troops to form your iron fist – and even if you've decided to be a good god you will need a force to repel the invasions of others. All good armies require seasoned troops, and to turn your Conscripts into an Elite force they must experience the heat of battle. To help them do their duty you can provide them with Siege Weapons, such as Catapults, to topple enemy defences!

RECRUITING

To build an army, you need an Armory, Ore and people.



To recruit a Platoon:

1. Use the **ACTION BUTTON** to pick up a flag from the Armory.
2. Drop the flag using the **ACTION BUTTON**. An army recruitment tent appears and nearby idle males head to the tent to be recruited.

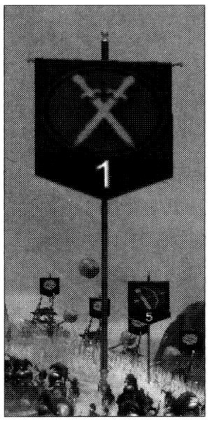
- To increase the size of the Platoon, hold the **ACTION BUTTON** upon dropping the flag, drag the mouse away from the tent and release the button.

3. When recruitment is over the tent disappears leaving a Platoon and a flag.

NOTE: Siege Weapons can be created by following a similar process as above, but using a Siege Workshop. The Workshop requires ten people to support it and produces one weapon at a time.

NOTE: Armories can only support a limited number of Platoons.

PLATOON FLAGS



Each Platoon you produce is represented by a flag (see *Flags* on p. 11). Along with its icon, which appears when it is out of view, it contains essential information.

The main flag displays:

- **Hot key #:** The Num Key the unit is associated with.
- **Type:** Melee (swords), Archer (bow) or Siege (wheel).
- **ID:** The unit's unique identifier.
- **Rank:** The Platoon's level of experience (1-10).

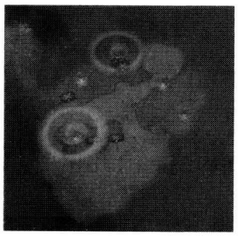
Platoon Flag Icons

As well as displaying the Platoon's health, Hot Key # and Type, these icons also show its current status:

- **Attacking**
- **Following**
- **Moving**
- **Defending**
- **Linking**
- **Under Attack**

MOVING, ATTACKING AND DEFENDING

- ***To move a Platoon,*** use the **ACTION BUTTON** to pick up its flag (either by clicking on the flag itself, a member of the Platoon or its green highlighted area) and single click (to keep the flag in the Hand) or double-click (to drop it) on the desired destination.
- ***To send a Platoon into battle,*** do as above but click on an enemy army/building when the Tooltip reads Attack.



To follow the battle, zoom out to view a coloured overlay of the ground controlled by your army (green) and the enemy (red) and hover the Hand over it to view Tooltip updates.

- ***To take over a town,*** hold the flag over its *Town Center* (see p. 19) and drop it when the Tooltip reads Capture.
- ***To defend a building,*** do as above but click on a friendly building when the Tooltip reads Defend (click on a wall to make your troops patrol up and down it).

LINKING AND MERGING PLATOONS

If you need two or more Platoons to respond to the same orders you can choose to Link or Merge them. To do so, use the **ACTION BUTTON** to pick up the flag of one of your Platoons and then hold the **ACTION BUTTON** while hovering over a second Platoon. Release the **ACTION BUTTON** when the Link or Merge Tooltip appears.

- **Linking** units makes them act together, while maintaining their individual identities. **Merging** them creates a single force (the more experienced members of the group will train their new colleagues). You can issue orders to a Linked/Merged army as you would to an individual Platoon.

NOTE: You can only Merge Platoons of the same type. Siege Weapons cannot be Merged.

Unlinking Platoons

To separate Linked Platoons (you can't split Merged ones), pick up one of the Platoon flags forming the Linked unit (hold the **ACTION BUTTON**) and drop it over open ground. Release the button when the Unlink prompt appears.

DISBANDING PLATOONS

If you no longer require a Platoon, simply drop its flag over any military building. Your soldiers will don their civvies again but the resources you spent on recruiting them will be lost forever!

ARMY KEYBOARD CONTROLS

NOTE: The first nine Platoons you create are assigned shortcut numbers (1-9).

ACTION	COMMAND
Select associated Platoon	Single-tap Num key
Centre on associated Platoon	Double-tap Num key
Cycle through numbered Platoons	- / =

USING CREATURES IN COMBAT

If it suits your wishes, your Creature can become a fearsome weapon in your arsenal. You can use him to supplement your army or to fight one-on-one with other Creatures.

- To focus your Creature's mind on combat, go to the Creature Roles menu (see *Creature Roles* (F3) on p. 14) and select SOLDIER. To make him attack an enemy force or another Creature, give him orders in the same way as you would command a Platoon (see *Moving, Attacking and Defending* on p. 32).

USING MIRACLES/ EPICS IN COMBAT

Remember, you're a god, so you should use everything you have in your divine armoury! To help your troops in the midst of battle, why not recruit Mother Nature and cast a few *Miracles* (see p. 28) in the direction of either side or ask her to perform a show-stopping *Epic?* (See p. 30.)

HINTS AND TIPS

ALIGNMENT TIPS

BE GOOD	BE EVIL
Keep desires down	Ignore desires (except starvation)
Plan towns with consideration	Place factories near Dwellings
Construct Baths and Nurseries	Build Torture Pits and Prisons
Ensure buildings aren't crammed	Build slums
Build Impressively	Destroy neutral towns
Heal the sick	Kill people
Accept migrations quickly	Harm your own people

CITY TIPS

Increase your Birth Rate:

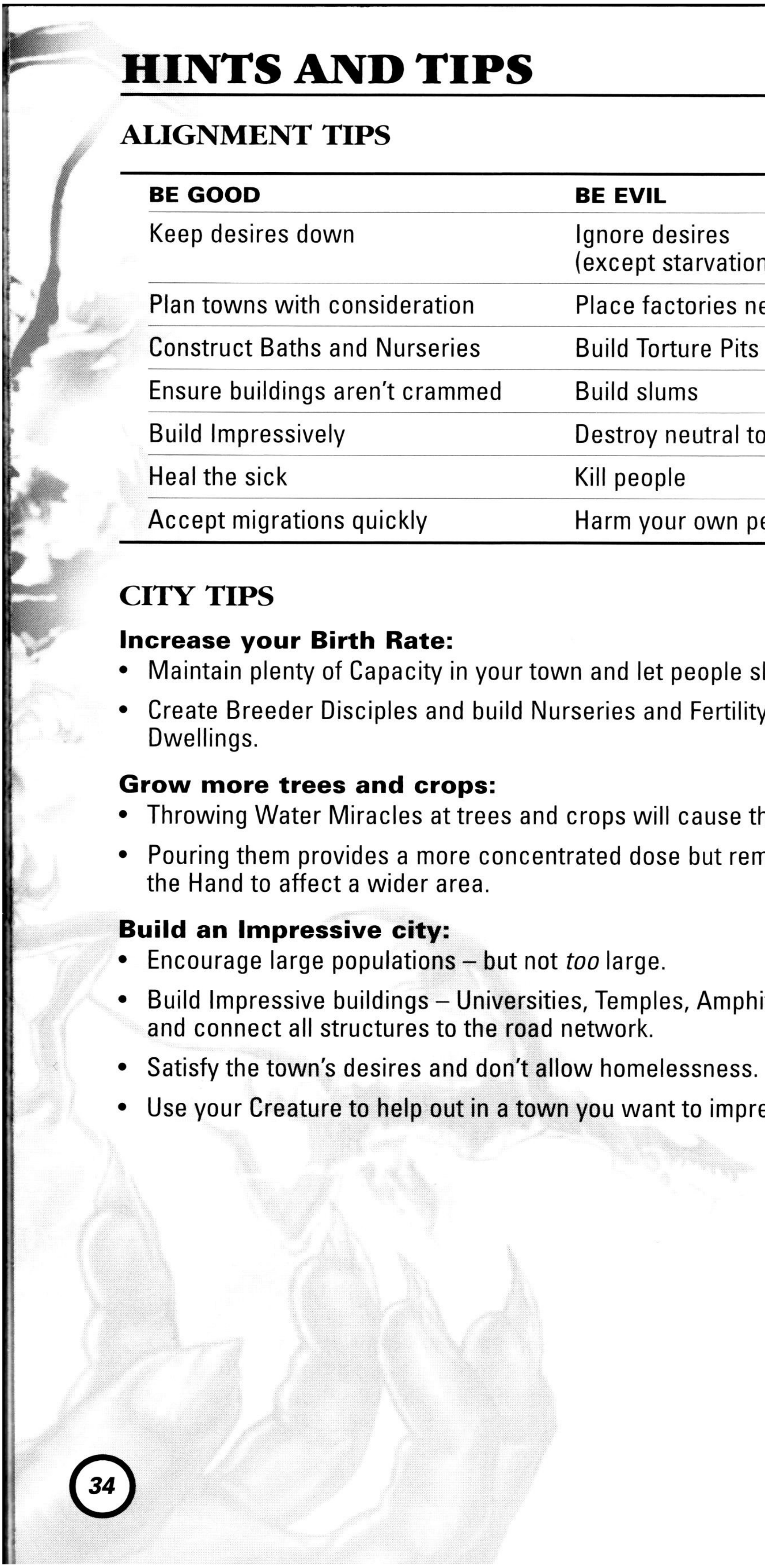
- Maintain plenty of Capacity in your town and let people sleep.
- Create Breeder Disciples and build Nurseries and Fertility Statues near Dwellings.

Grow more trees and crops:

- Throwing Water Miracles at trees and crops will cause them to grow.
- Pouring them provides a more concentrated dose but remember to move the Hand to affect a wider area.

Build an Impressive city:

- Encourage large populations – but not *too* large.
- Build Impressive buildings – Universities, Temples, Amphitheatres – and connect all structures to the road network.
- Satisfy the town's desires and don't allow homelessness.
- Use your Creature to help out in a town you want to impress.



Manage town desires:

- Make sure your town has plenty of resources and Capacity.
- Make sure your people are not being killed – by you or the enemy!
- Make sure there are no emergencies in the town (e.g. shortages, fires).
- Keep Altars and Wonders charged.

CREATURE TIPS

How to be a good parent:

- Teach your Creature as many lessons you can – use the Leash and Roles to optimise his behaviour.
- Play with him, feed him, stroke him when he's unhappy, exercise him regularly and put him in his Pen when he's tired.

How to make the ultimate soldier:

- Put him into the Soldier Role (and purchase upgrades).
- Bestow him with the Lightning, Fire and Heal Miracles.
- Support him with archers.
- Make him workout with rocks to increase his strength.

COMBAT TIPS

How to be a great general:

- Level up your Platoons – soldiers gain experience from every battle they win and every town they capture.
- If a Platoon's numbers dwindle, use Hand Multipickup to grab and pour Villagers back into it!
- Remember Catapults are less effective against moving targets!

SAVING AND LOADING

To Save your current game:

1. Click SAVE GAME in the Pause menu.
2. Click the name of the game you wish to save and then OK.

- Confirm at the prompt if you wish to overwrite the current file (if you wish to create a new saved game you should click CREATE NEW SAVED GAME at point **2.** above).

To Delete a game:

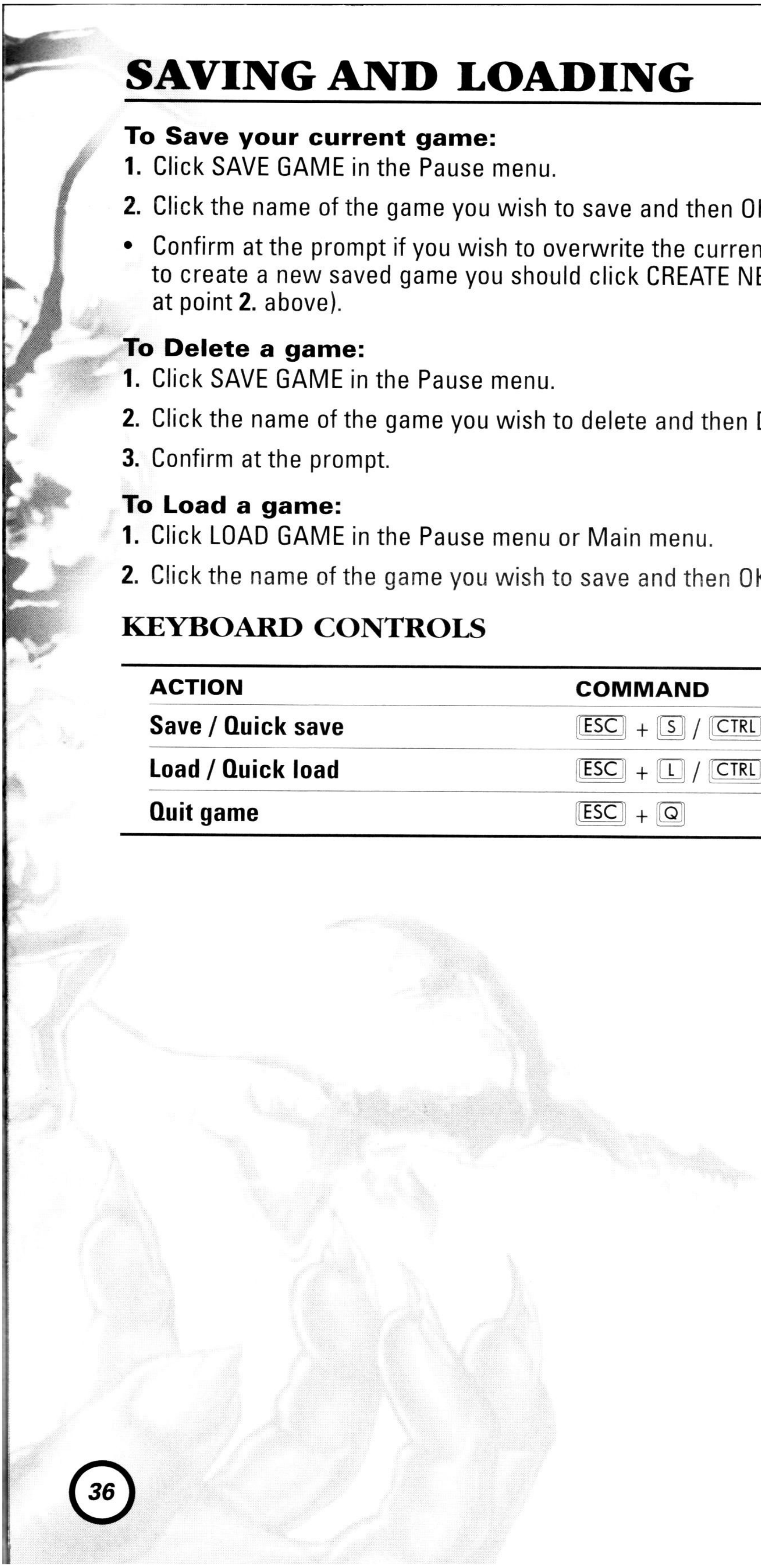
1. Click SAVE GAME in the Pause menu.
2. Click the name of the game you wish to delete and then DELETE.
3. Confirm at the prompt.

To Load a game:

1. Click LOAD GAME in the Pause menu or Main menu.
2. Click the name of the game you wish to save and then OK.

KEYBOARD CONTROLS

ACTION	COMMAND
Save / Quick save	ESC + S / CTRL + S
Load / Quick load	ESC + L / CTRL + L
Quit game	ESC + Q



TROUBLESHOOTING

VIDEO & SOUND CARD DRIVERS

An outdated video or sound card driver can lead to slow and choppy gameplay or in some cases can prevent the game from running entirely. To ensure an enjoyable experience with your game, make sure that you have the most recent video and sound card drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have or you do not know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral. For further assistance, refer to the *Update Your Video/Sound Driver* sections in the Technical Support file on the game disc. (See *Customer Support – Here To Help You!* on p. 38.)

PROBLEMS INSTALLING THE GAME/ DETECTING THE DISC

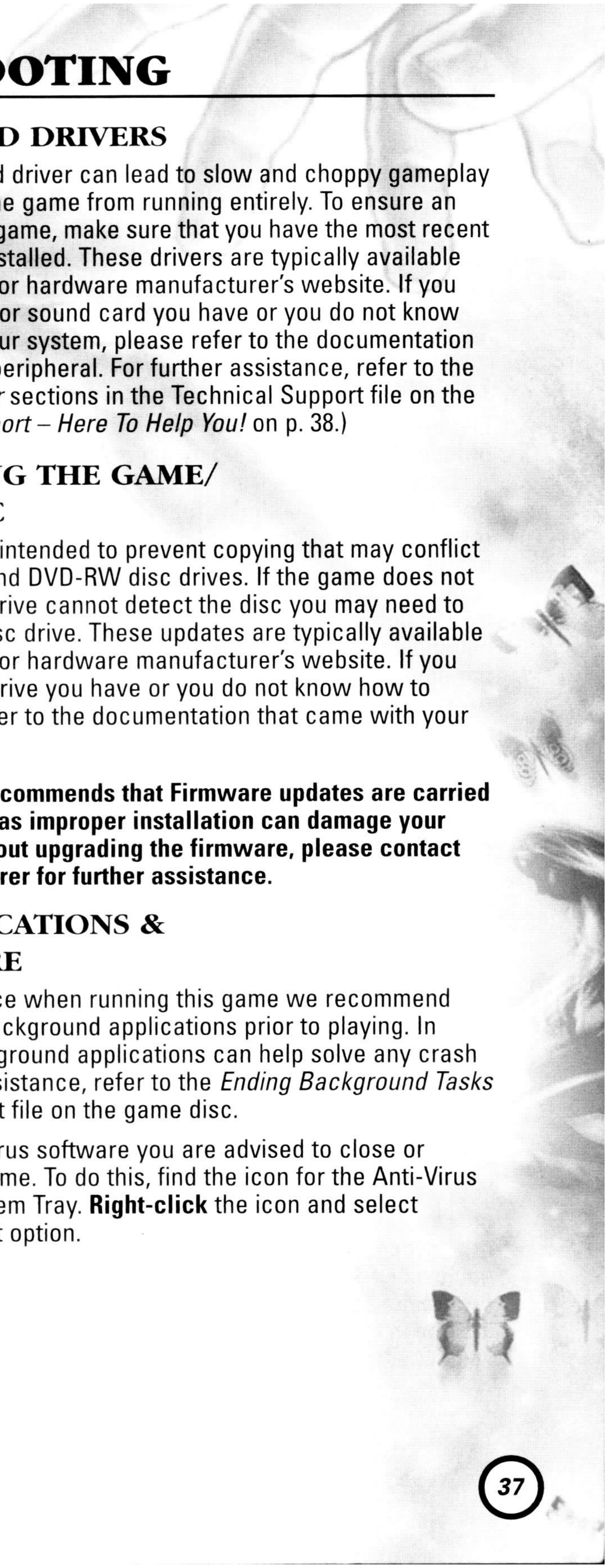
This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-ROM and DVD-RW disc drives. If the game does not install correctly or if your disc drive cannot detect the disc you may need to update the firmware for your disc drive. These updates are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of disc drive you have or you do not know how to update the firmware, please refer to the documentation that came with your system or disc drive.

WARNING: Electronic Arts recommends that Firmware updates are carried out by an experienced PC user as improper installation can damage your disc drive. If you are unsure about upgrading the firmware, please contact your system or drive manufacturer for further assistance.

BACKGROUND APPLICATIONS & ANTI-VIRUS SOFTWARE

To achieve optimum performance when running this game we recommend that you end all unnecessary background applications prior to playing. In some cases closing down background applications can help solve any crash or lockup issues. For further assistance, refer to the *Ending Background Tasks* section in the Technical Support file on the game disc.

If your system is running anti-virus software you are advised to close or disable it before running this game. To do this, find the icon for the Anti-Virus software in your Windows System Tray. **Right-click** the icon and select CLOSE, DISABLE or the relevant option.



NOTICE

Electronic Arts reserves the right to make improvements to the product described in this manual at any time and without notice. This manual and the software described in this manual is under copyright. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts Ltd, Customer Services, PO Box 181, Chertsey, KT16 0YL, England, United Kingdom.

WARRANTY

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181,
Chertsey, KT16 0YL, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

CUSTOMER SUPPORT - HERE TO HELP YOU!

Your game includes a Technical Support file to help solve any problems you may be having. It provides solutions to the most common difficulties that can arise when installing or playing the game. If you have already installed the game, click the Windows **START** button and locate the game through **Programs>** (or **All Programs>**) **BLACK & WHITE 2**.The Technical Support file is located in the same folder as your game. Please check this file first for solutions before contacting EA Customer Support.

If you have yet to install the game, follow the instructions below:

To run the Technical Support file (without game installed):

1. Insert the game disc into your disc drive.
2. Click **START** and select **Run....**
3. In the Run dialog box, type **D:\Support\European Help Files\EA_Help_Select.htm** then click OK (substitute the correct letter of your disc drive if other than '**D:**').

To see if you are meeting the minimum requirements as displayed on the game's packaging, a utility called **dxdiag** detects your system's hardware and organises this information into a detailed report. This report will also assist EA Customer Support in solving your problem more rapidly.

To obtain your system information:

1. Click **START**, select **Run...** and type **dxdiag** in the Run dialog box and then click OK.
2. Click SAVE ALL INFORMATION... to save a copy of the report for viewing and printing. Please ensure you have this report available when contacting EA Technical Support.

If you are still having trouble installing or running your game, visit **electronicarts.co.uk** or **electronicarts.ie** and click SUPPORT CENTRE. Once at the Support Centre, click GET HELP to view our knowledge base. The solutions you will find here are the same as those used by our Customer Support staff, so you can guarantee they are accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you cannot find an answer, click ASK EA to contact a Customer Support Technician, who will answer you as soon as possible.

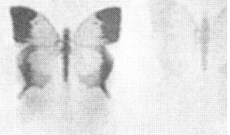
If you do not have Internet access or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

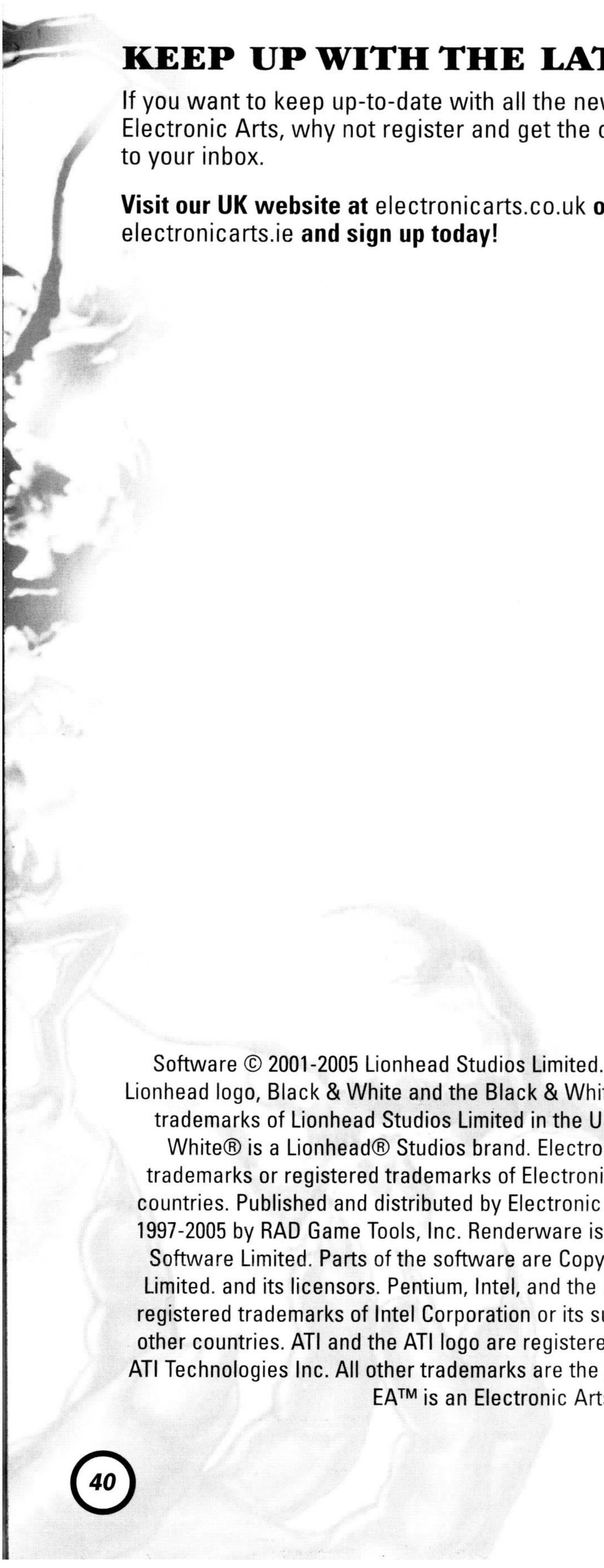
Telephone: **0870 2432435**

Fax: **0870 2413231**

NOTE: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre. Customer Support cannot provide gameplay hints or tips – if you are stuck, see the back of this manual for details of our official Hintline.





KEEP UP WITH THE LATEST EA NEWS!

If you want to keep up-to-date with all the news, reviews and gossip from Electronic Arts, why not register and get the official EA newsletter delivered to your inbox.

Visit our UK website at electronicarts.co.uk **or our Ireland website at** electronicarts.ie **and sign up today!**

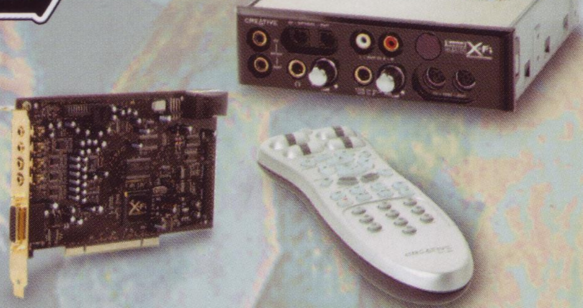
Software © 2001-2005 Lionhead Studios Limited. All rights reserved. Lionhead, the Lionhead logo, Black & White and the Black & White Logo are trademarks or registered trademarks of Lionhead Studios Limited in the US and/or other countries. Black & White® is a Lionhead® Studios brand. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Published and distributed by Electronic Arts. Uses Bink Video. Copyright © 1997-2005 by RAD Game Tools, Inc. Renderware is a registered trademark of Criterion Software Limited. Parts of the software are Copyright 1998-2005 Criterion Software Limited. and its licensors. Pentium, Intel, and the Intel Inside logo are trademarks or registered trademarks of Intel Corporation or its subsidiaries in the United States and other countries. ATI and the ATI logo are registered trademarks and/or trademarks of ATI Technologies Inc. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.

EAE07704900MT

Sound Blaster® X-Fi™ is the most powerful audio based PC gaming accelerator ever designed.

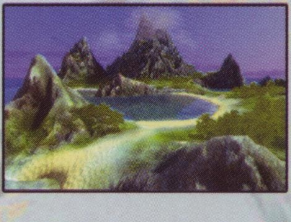
BLACK & WHITE® 2

Sound BLASTER X-Fi XTREME FIDELITY Platinum



- Fastest and smoothest game play with hardware-accelerated game audio
- Ultra-realistic surround sound over headphone or multi-channel speakers with X-Fi CMSS®-3D
- Amazingly clear, crisp Xtreme Fidelity™ audio playback with X-Fi 24-bit Crystalizer™ and 109dB SNR Fidelity

No gaming rig is complete without the Sound Blaster® X-Fi.



LIONHEAD STUDIOS

EA

SOUNDS BEST ON Sound BLASTER X-Fi

Get CREATIVE

© 2006 Creative Technology Ltd. The Creative logo is a registered trademark of Creative Technology Ltd. in the United States and/or other countries. All other brands are trademarks of their respective holders.

The OFFICIAL Electronic Arts hints and tips line
For walkthroughs, cheats and tips please call:

09067 53 54 55

Callers from Ireland should use this number:

1560 256 256

The gamecode that relates to this game is: **4900**

Please enter this code when prompted to save time when searching for any available hints or cheats.

For full details of supported games, platforms and content please visit http://www.electronicarts.co.uk

Callers must be 16 or over.

This is a fully automated system that provides hints, tips or cheats for most of the games in the Electronic Arts range. This service is updated on a regular basis.

NOTE: Calls are charged at 75p per minute including VAT. Calls from Ireland are charged at 95 cents per minute including VAT. Call charges from mobile phones and non-BT networks may vary.

Please ask permission from whoever pays the bill before calling.

Average duration of call is 2 to 3 minutes.
Service available in the UK and Ireland only
Service supplied by Advanced Telecom Services,
PO 788, EC1V 7ZA U.K.

blackandwhite2.ea.com

Electronic Arts, EA, the EA logo, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA™, EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

EAE07704921M

Serial Number: [redacted]